Issue #1.1

June 2020

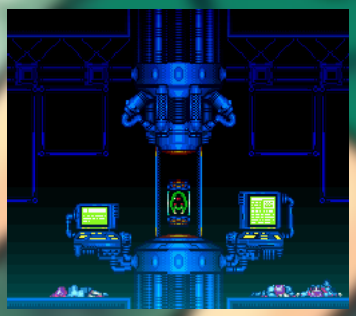
RETRO BYTE MAGAZINE

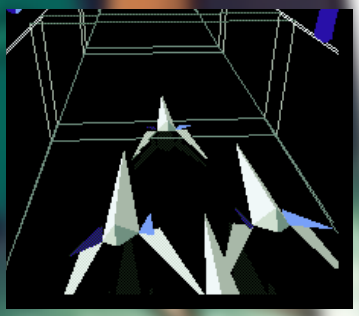
RE/SET

A tribute to the Super Nintendo

100 SNES Games for your RetroPie

plus:
translations
romhacks
homebrew
prototypes
... and more!





Press Start

https://thingsiplay.game.blog/100-snes-games

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PDF
with annoniations, links, table of content and layers!

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7 **1: 50 Essential Must Haves**

Part one of my most recommended snes games list with classics across all kind of genres…

25 **2: 50 Optional Alternatives**

… and the second half, with more variety and complementary titles, plus some hidden gems.

43 **Bonus: Unofficial Games**

Unreleased prototypes, homebrew and all sort of games without official license by Nintendo.

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Fan made romhacks and mods with new level design, graphics, story or even alternative physics.

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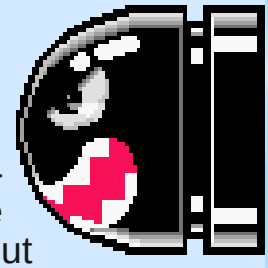
Intro

Preface

Retro is in. The Super Nintendo is one of the most popular consoles from the past. People are still today discovering games for it, play them with emulators or even on real hardware. Fans on all around the world collect, share, discuss and build their own emulation setups. It does not matter if you are a newcomer or the seasoned player, I try to give advice what to include in your SNES collection. Everyone can explore and build up their personal compilation from this starting point.

Which is a very subjective topic. The selection depends on the goals you are after, your final audience and if you have plans to add more systems, so any duplicates can be avoided. I have picked 100 titles, based on my personal preferences, at historical importance and popular recommendations over the web. At the same time I try to appeal to various kind of players, while preserving a bit of diversity. A small number of unusual hidden gems and mods are included as well.



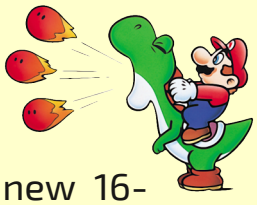
The document started out as an usual basic list of recommendations. It escalated quickly. The entries are not ranked, but split up into two groups, further sorted by genres. My main focus are US releases, with complementary Japanese and European titles without an official date in the US market. Additional links to YouTube and Wikipedia for each game are given and when available, an English patch too. I hope you have fun and enjoyment exploring this document as much as I had by making it.

Tuncay D.

Story

History of the SNES

1990 marks the year when Nintendo released the much anticipated Nintendo Super Famicom in Japan. Following the footsteps of earlier industry defining NES. International name got changed too. Rest of the world knows the console as Super Nintendo Entertainment System, shortened as SNES. Time was a bit late for introduction of a new 16-bit console. Well established competitors was waiting for its arrival, to have a face to face combat. Yet the SNES outsold them all and became the most successful console of its generation. The brilliant game library with many exclusive and beloved franchises was its biggest strength.



Games looked and feel great, truly next generation. Built-in advanced effects like the Mode 7 marked a new era of innovation. But, the technical specification wasn't flawless. The CPU turned out to be on the weak side and lead to slowdowns in early non optimized ports. Developers learned to overcome most of these issues with clever programming techniques. To help with that matter further, new special chips on the game boards was created. Most famous among all them is the Super FX chip. Nintendo's leading creativity for gamepad design has always been an impact to the industry. New ergonomically curved shape, 4 main face buttons and innovative L and R shoulder buttons. Almost 30 years later, this arrangement is still in use at all major gaming consoles.

We are looking back to our most beloved 16-bit console of all time, a cult classic among collectors. Active groups create mods, program new games and even Nintendo brought us the Super NES Classic Edition in 2017. SNES is all over the world and isn't going anywhere.

RetroPie and Emulation

Whenever new systems replace old hardware, there is always a risk of losing access to legacy applications or data. Cartridges and console hardware don't last forever. On top of that, modern output devices and connections are changing. If compatibility is not available, some sort of software emulation is the last resort. Emulation is a way of preserving those games, making them playable on modern systems. Across the world hundreds and thousands of programmers are working hard and for free. We should be very thankful to them.

Early times of Super NES emulation was cranky, but it worked. Somehow. Computers of that age was very limited in computational power and resources. Knowledge about the internal working of SNES system have not been common yet. 1997 the revolutionary emulator ZSNES got released. Very low level programming and a lot of internal tricks in cost of accuracy made the games playable. But this wasn't an optimal solution in the long term. Since then, we went a long way. SNES9x have higher accuracy and better compatibility. Higan (or BSNES) ma rks the peak and is the first perfect emulation of SNES. Such accurate emulation needs very powerful computers.

With popularity of single board computers, people started building their own systems. The hardware power of these devices are limited, but clever programming turns the emulation good enough for most. RetroPie was born, an optimized operating system for Raspberry Pi. The core system is build upon Raspbian, a Linux based distribution. EmulationStation is the user frontend and RetroArch emulator suite its backend for playing. All this stuff is tied together for a simple as possible end user experience. My personal used emulator is SNES9x v1.6x on the Raspberry Pi 3.

How To Play

Usage Tutorial

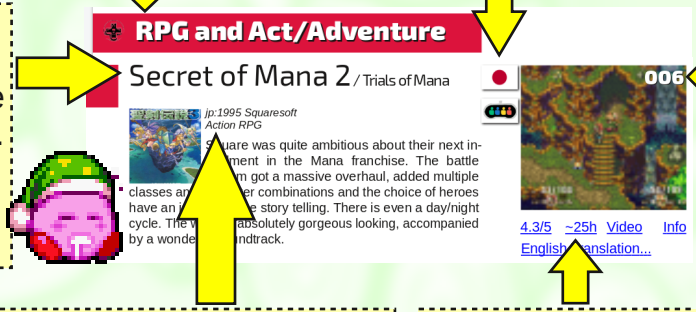
Purpose of this document is reading on a display. The PDF provides layers, bookmarks and contain links to the web. Use them to your advantage. There are no optimizations for printing. An alphabetical sorted list of all games can be found on page 61-All 100 Games Index.

These annoniations contain additinoal information or personal notes. Mouse hover or click to read the notes.

Every game will be listed under such a group, which represents a category or type of game. Sometimes the games are still different, but they have something in common holding them together. This higher level genre group can also be found as a bookmark in the PDF.

This narrow portion contains icons for quick view about properties or features of the game. Multiplayer indicates options to be played simultanously with two or more players are available. Alternate turns do not count. Japan flag tells us the game was released in Japan only. EU flag means game got release in Europe, but not in the US. SNES Classic icon if the game was on the Classic Edition and Switch Online if its available on the Switch Online subsctiption.

The game title known to the US market, even if there is no official release. Sometimes translations or alternative titles are listed too.



The digit on the right top is just a sequentiel numbering when the game was added to the list. It is *not* an ordered list based on any criteria.

Above the game description we have a section telling us the release year, developer (sometimes also publisher) and a specific genre of that game. Each region will have its own release year listed, but can be combined to stay compact. Examples:

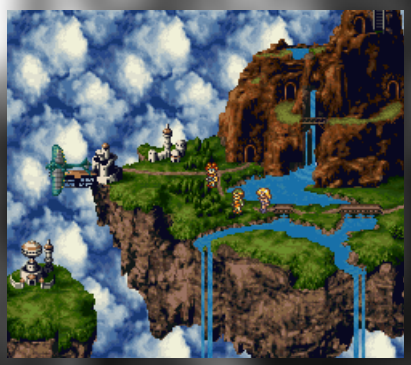
jp,us:1995 means a release in Japan and United States. *eu:1996* means a release in the European region.

This area has links to external websites: average user rating from gamefaqs, a YouTube video, average playtime of all styles from howlongtobeat and lastly the right Wikipedia article. Link to an English translation patch for Japan only titles are listed too, provided one is available.

Chapter 1: 50 Essential Must Haves

Finally, in this section we are going to investigate the best and most recommended games. These titles should be found in any curated compilation of video games. The list consist of a mixed package out of my personal favorites and common accepted titles by fans. Technical achievements and historical importance are big factors too. My goal is a diverse collection across all genres and type of games.

To handle this, I decided to split the list in two halves. Each has 50 entries, sorted and divided by genres of sub categories. The entries are alphabetical sorted and not ranked. Extra weblinks to Wikipedia, YouTube and other sites are provided as well. Have fun!



RPG and Act/Adventure

Chrono Trigger

jp,us:1995 Squaresoft
Turn based JRPG

The essence of Japans rpg culture. What happens if you take the creators of Final Fantasy, Dragon Quest, Dragon Ball manga, form a daring story about time travel action, fill it up with multiple endings, an unique battle system, mix it up with a talented unknown composer and give it wonderful graphics? Yeah, you pretty much end up with an ageless masterpiece.

4.6/5 ~27h Video Info

Earthbound

jp:1994 us:1995 Ape / HAL Laboratory
Turn based JRPG

One of the most iconic and bizarre RPG on any system. Story plays in a real world scenario with kids and gets more crazy over time. Presentation has a unique psychedelic visual style and the soundtrack fits perfectly. A strange humor accompanies from start to finish and makes up for a memorable play. And that's the main appeal of the game, the story and character dialogues.

4.4/5 ~30h Video Info

Final Fantasy 6 (US: 3)

jp,us:1994 Squaresoft
Turn based JRPG

Ladies and gentlemen, the pinnacle in perfection of traditional jrpgs. The story starts out mysterious about a young woman, builds up an epic complex narrative with a lot of twists and crazy surprises in a melodramatic steampunk world. Each gameplay element is well balanced and full of varied content, accompanied by one of the most momorable soundtracks ever!

4.5/5 ~42h Video Info

Legend of the Mystical Ninja

jp:1991 us:1992 eu:1994 Konami
Act/Adventure and Platformer

First and only part in the series on the SNES which got an official release in western fields. A beautiful co-op capable action adventure mixed with platforming sections and a lot of mini games. There is not much story going, the focus is on action and exploration of the towns. The game have a lot of personality in style of traditional Japanese fantasy world.

3.8/5 ~5h Video Info

Secret of Mana

jp,us:1993 eu:1994 Squaresoft
Action RPG

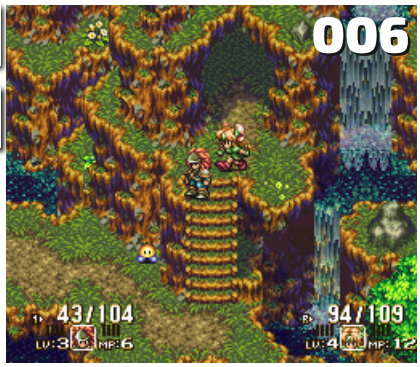
The second entry in the Seiken Densetsu series was planned to be released on the upcoming SNES-CD addon, but ended up being a downgraded cartridge. Nonetheless, the audio and video experience is absolutely beautiful, bright and just adorable. Fight mechanics are real time action, introducing the innovative ring menu. And even up to 3 player can play together!

4.2/5 ~26h Video Info

Secret of Mana 2 / Trials of Mana

jp:1995 Squaresoft
Action RPG

Square was quite ambitious about their next installment in the Mana franchise. The battle system got a massive overhaul, added multiple classes and character combinations and the choice of heroes have an impact on the story telling. There is even a day/night cycle. The world is absolutely gorgeous looking, accompanied by a wonderful soundtrack.



4.3/5 ~25h Video Info
English Translation...

Super Mario RPG

jp,us:1996 Squaresoft
Turn based JRPG

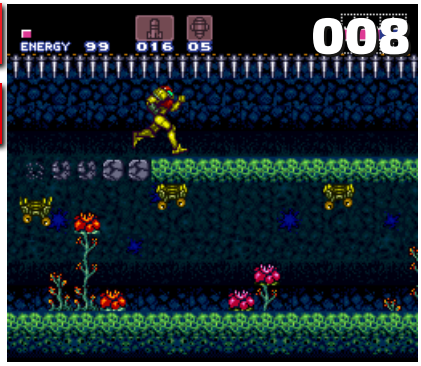
This collaboration between Nintendo and Squaresoft brought us a turn based jrpg adventure in Mushroom Kingdom with a surprisingly interesting story. The pre-rendered graphics in isometric perspective looks stunning and the world is full of humor, mini games, puzzles and lot of details. Difficulty and gameplay mechanics are well suited for jrpg newcomers.

4.5/5 ~19h Video Info

Super Metroid

jp,us,eu:1994 Nintendo
Metroidvania

There are no dialogues and story telling, emphasizing the intense atmosphere, gameplay mechanics and exploration. The precise controls and flawless level design are excellent and a prime example in gaming history. All rooms are connected cleverly in one gigantic open world map, with ton of hidden secrets and abilities to find – The pure joy of backtracking.



4.5/5 ~8h Video Info

Tactics Ogre: Let us Cling Together

jp:1995 Squaresoft
Turn based Tactical RPG

Cornerstone and grandfather of Final Fantasy Tactics series, made by the same team. Prepare for time consuming squad army battles on a grid based movement system and perma death for each unit. Graphics and animations are outstandingly detailed with isometric view. The political story is mature and will even branch at some key points and has a lot of interesting dialogues.

4.2/5 ~64h Video Info
English Translation...

Terranigma

jp:1995 eu:1996 Enix / Quintet
Act/Adventure

Quintets culmination of all their expertise and love and unfortunately also their last work. What makes this action rpg so special is the atmospheric story telling about earth and evolution in a deeply emotional way and bringing the contrast of life, death, dark and light together. I also want mention the funny and unique menu system with personality. A really special journey.

4.3/5 ~18h Video Info

Zelda - A Link To The Past

jp:1991 us,eu:1992 Nintendo
Act/Adventure

Much like with the Metroid series, Nintendo took the basic NES formula and perfected the concept, even introducing the new parallel world system. The player is driven by exploring the open world and finding secrets, combining items to solve cleverly organized puzzles. It is such a satisfying feeling to beat the super fun dungeons and bosses. Great game design in its finest form.

4.6/5 ~16h Video Info

Strategy

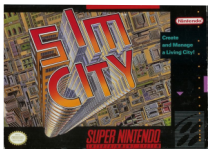
Civilization

jp:1994 us:1995 MicroProse / MPS Labs
Turn-based 4X Strategy

My favorite strategy game series and luckily this port is well done with adapted handling to gamepad and optional mouse support. You, as the leader have to build, manage and guide a whole nation through exploration, battles and diplomacy against multiple enemy AI on randomly generated maps. Each acquired technology gives new abilities and ways to dive deeper. Very complex and addictive.

3.7/5 ~h Video Info

Sim City



jp,us:1991 eu:1992 Nintendo / Maxis
Realtime Construction and Management

The original city builder and manager started all its fame here. Nintendo itself worked on the port to ensure its quality. Controls and user interface are perfectly optimized for gamepad plus the charming adviser Dr. Wright was added. As a mayor, the player must plan, place buildings, adjust tax rate and so on, while facing natural disasters and other problems.

3.8/5 ~17h Video Info

Jump & Run and Platformer

ActRaiser

jp:1990 us:1991 eu:1992 Enix / Quintet
Action Platformer / Realtime Strategy

What a wonderful marriage between two different game genres. The adventure starts off as an action platformer with badass intro sequence. After each stage it switches regularly over to the sim section, to protect the people and expand the town with building and shooting mechanics. This fresh gameplay mix and the orchestral soundtrack makes up an unforgettable playthrough.

4.0/5 ~5h Video Info

Contra 3 / Super Probotector

jp,us,eu:1992 Konami
Run & Gun Platformer

Hardcore action packed in 90s movie style, filled with breath taking enemies and insanely huge bosses. The gameplay switches back and forth from run and gun platformer to top down perspective and offers 6 difficult stages full of special effects and awesomeness. Later the player even rides on missiles while shooting aliens – how stunning is that!? “Let’s attack aggressively”.

4.1/5 ~2h Video Info

Donkey Kong Country

jp,us,eu:1994 Rareware
Jump & Run

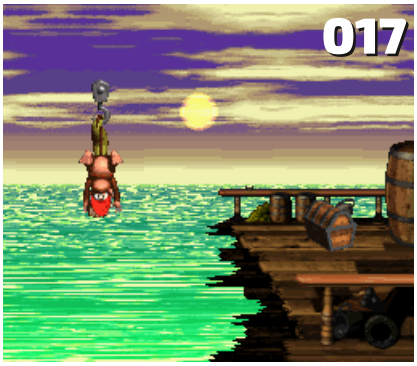
The game, which pushed the hardware to its limits and brought Rareware into spotlight. A new technology to pre-render 3D graphics was heavily used, resulting in revolutionary graphics for its generation. The atmospheric soundtrack is not less impressive from technical and artistic standpoint. Add clean gameplay, with ton of bonus rooms and you get a spectacular timeless classic.

4.3/5 ~4h Video Info

Donkey Kong Country 2

jp,us,eu:1995 Rareware
Jump & Run

Rare took the previous concept further and accomplished a masterpiece in every aspect. A big focus was the level design, with a lot of creative ideas, variety, secrets and even more relevant collectibles, melt into a single pirate themed treasure. D. Wise took the soundtrack to a whole new level too and created one of the most gorgeous scores ever.



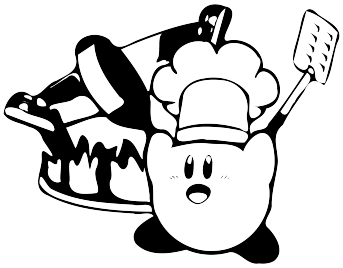
4.4/5 ~7h Video Info

Earthworm Jim

us,eu:1994 jp:1995 Shiny Entertainment
Action Platformer

This original dude is an earthworm in a super suit and tries to save a princess called “Princess-What’s-Her-Name”; how awesome is that?! The game starts off as a side scrolling platformer and reinvents its concept with each level. Impressive fluid animations and the funny comic style with slapstick humor and a salt of satire was unmatched at that time. *Groovy!*

3.7/5 ~4h Video Info



Kirby Super Star / Kirby's Fun Pak

jp,us:1996 eu:1997 HAL Laboratory / Nintendo
Jump & Run / Compilation

Who don't love Kirby, the little-cute-charming-fluffy-"thing", flying around and inhaling enemies to absorb their abilities? What's new is, he also can bring the enemy back as a cpu helper (controllable by second player!). There are 7 stand-alone platformers with varying rules and goals; one of them being a remake of his first Game Boy game and even a Metroidvania type.

4.3/5 ~5h Video Info

Mega Man X

jp:1993 us,eu:1994 Capcom
Action Platformer

Each single bit is modernized over classic Mega Man, not just graphics or music. X introduces wall jump and dash for the first time, which makes up a faster and fluid play. Upgrades can be found through stages, encouraging exploration and some maps even react to specific boss defeats, resulting in changes. Overall easier than before and my favorite entry in the series.

4.4/5 ~4h Video Info

Super Castlevania 4

jp,us:1991 eu:1992 Konami
Action Platformer

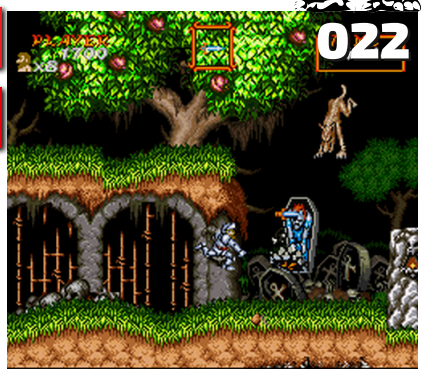
While based on the first game in the series, it stands on its own and is a complete reinterpretation. Easier, better controls and extended abilities with more range on the whip makes up for less annoyance. The art style on every enemy and boss are beautiful, environment rich of details and variety. The brilliant sound design adds up to the dense atmosphere as well.

4.1/5 ~4h Video Info

Super Ghouls 'n Ghosts

jp,us:1991 eu:1992 Capcom
Action Platformer

Hero's princess gets kidnapped and the horror themed jump and shooter starts right off. Main focus is on precise jumps, rather than action. A flawed, but true classic of its time and one of the most difficult titles on the system. Like in Dark Souls, every mistake of the player will be punished. Key is to learn enemy pattern, memorize jump sections and to pick the right weapon.

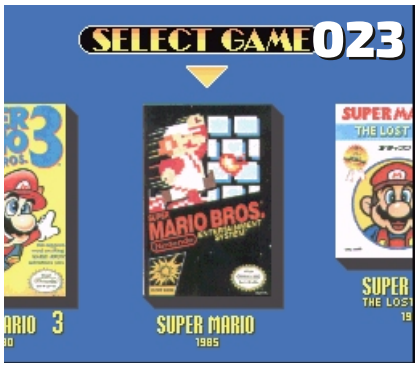


3.7/5 ~6h Video Info

Super Mario All-Stars

jp,us,eu:1993 Nintendo
Jump & Run / Compilation

Collection of all 3 classic Super Mario Bros. games from the NES, plus the Japanese only Lost Levels in one cartridge, remastered and battery save added; how in the earth can you beat that?! Alone SMB3 with save option is worth it. The gameplay is mostly untouched and level design unaltered, but graphics and sound got a significant boost.



4.4/5 ~14h Video Info

Super Mario World

jp:1990 us:1991 eu:1992 Nintendo
Jump & Run

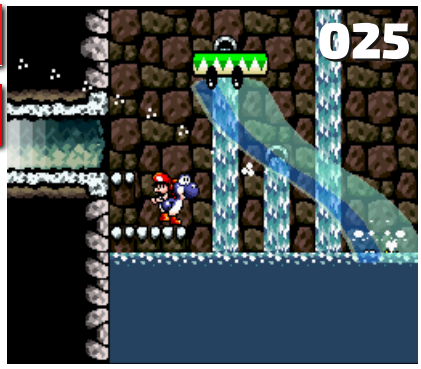
First 16-bit Mario and follow up to its legendary predecessor served as a launch title and hit the world by storm. New fly mechanics was introduces, as well as Yoshi. The map have branching paths to secret levels, found through alternate exits in the stages, encouraging exploration. Everything feels just right, optimal balanced gameplay and flawless level design.

4.5/5 ~7h Video Info

Yoshi's Island

jp,us,eu:1995 Nintendo
Jump & Run

As the final Mario game for the system, Miyamoto's team created a charming masterpiece in all its glory. Less hectic, more exploration, more puzzles and items to collect than ever before. From the pastel colored hand drawn art style, unique countdown life system to the innovative egg throwing mechanic and all the creativity in each single stage, every detail fits perfectly.



4.3/5 ~10h Video Info

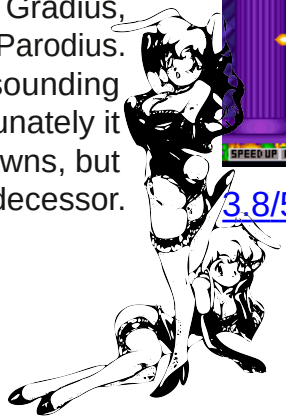
Shoot'em Up

Gokujou Parodius / Fantastic Journey

jp:1994 Konami
Horiz. Scrolling Shoot'em Up

Bizarre and weird Japanese stuff, satire of Gradius, homage to other in house titles; yes that is Parodius. Technically advanced good looking and sounding arcade port with more characters, 11 in total. Unfortunately it is Japanese only and suffers from some bad slowdowns, but improves on level design and gameplay over its predecessor. One of the best cute shmups on this system.

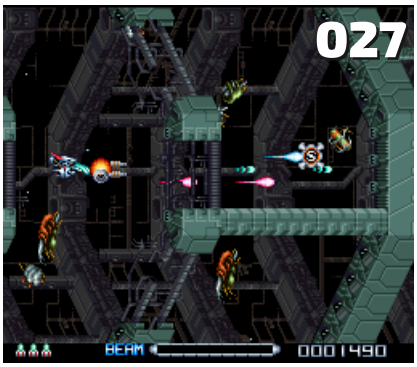
3.8/5 <1h Video Info



R-Type 3: The Third Lightning

jp:1993 us,eu:1994 Irem / Tamtex
Horiz. Scrolling Shoot'em Up

Originally developed and optimized for the SNES, irons out most of the flaws of its predecessors and delivers some truly intriguing graphics. New Forces (those indestructible companion addons) are introduced with alternative systems. There are only 6 stages, but these are huge and cleverly designed. The game can be brutally unforgiving, but the challenge is actually part of the fun.



4.0/5 ~1h Video Info

Star Fox / Starwing

jp,us,eu:1993 Nintendo
3D Scrolling Shoot'em Up

Armed with Super FX power chip and real 3D polygonal models, Nintendo blew our minds and shocked the gaming world! In it's core, it is an action packed 3rd person rail shooter with interesting level design and bosses, split into 3 different routes. The artistic style and atmosphere are visibly inspired by Star Wars space ship battles. Today the only downside is the low framerate.

3.8/5 ~1h Video Info

Other Action

Super Smash T.V.

jp,us:1992 eu:1993 Williams / Acclaim
Multidirectional Twin-Stick Shooter

A remarkable port of the arcade game, which combined gameplay of Robotron 2084 and the setting of movie Running Man. The player have to survive the fast paced action and clear every room throughout his chosen path, while numerous enemies are flooding all directions. Even in coop mode no slowdowns occur. The fun is further spiced up with memorable voice lines full of sarcasm.

3.6/5 ~2h Video Info

Wild Guns

jp:1994 us,eu:1995 Natsume
Third Person Shooting Gallery

Fight as a gunslinger in a western steampunk sci-fi world. Controls are the same as in Cabal, a third person gallery shooter with cursor movement. While it falls a bit short and repetitive, there is a learning curve to master all abilities, like dodge, double jump or the lasso. What really stands out here is the graphical attention to detail everywhere and the catchy tunes.

4.1/5 ~1h Video Info

Zombies Ate My Neighbors

us:1993 eu:1994 LucasArts
Top-Down Run & Gun

80s horror movie themed top down run and gun shooter parody, where the main objective is to find and rescue enough people to reach the next stage. The level design has an open nature with a touch of maze like exploration. Environments and enemies are diverse, have a lot of humorous personality to them (killer babies!) and the amount of weapon variety keep things fresh further.

3.9/5 ~8h Video Info

Racing

F-Zero

jp:1990 us:1991 eu:1992 Nintendo
3D Racing

A futuristic themed racer created to showcase the new futuristic mode 7 effect fit perfectly its goal. Smooth 3D environment meets complex track design with precise controls, delivering a new sense of high speed gaming never seen before, accompanied by pumping tunes. There are no weapons, only pure arcade style driving with a life meter. Only downer is lack of 2 player mode.

3.9/5 ~3h Video Info

Rock N' Roll Racing

us:1993 eu:1994 Silicon & Synapse (Blizzard)
Isometric Combat Racing

One of Silicon & Synapse's first games, before the company got renamed to Blizzard. Gameplay is an isometric racer with strong focus on combat and money management to upgrade parts of the car in multiple levels. However most notable feature is the full kick ass 80s heavy metal and rock soundtrack with exceptional quality interpretation of songs like "Born To Be Wild".

4.0/5 ~12h Video Info

Super Mario Kart

jp,us:1992 eu:1993 Nintendo
3D Kart Racing

The game which pioneered the kart racing genre with personality and a near perfect execution. Fine tuned car handling alongside its neat drifting mechanic and the various tracks are optimized and balanced to please every level of gamer. Notably the extras have less impact than in its successor. Sadly, while there are 2 player modes, the screen is split even in 1 player.

4.1/5 ~6h Video Info

Uniracers / Unirally

us:1994 eu:1995 DMA Design (Rockstar)
Side Scrolling Racer

Unique and original side scrolling racer made by the Rockstar, formerly known as DMA Design. Controls are intuitive, the concept is simple: Do stunts and land correctly to keep momentum and gain extra speed or points in stunt mode. It got basic graphics, but a pumping soundtrack and super fast fluid gameplay. However it can get repetitive and frustrate newcomers quickly.

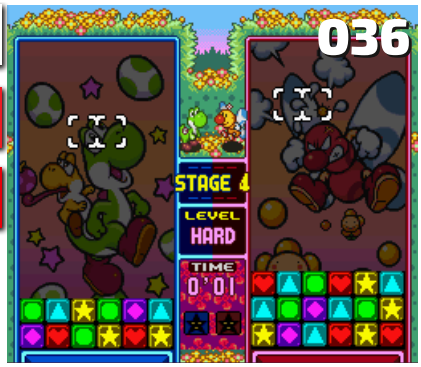
3.7/5 ~3h Video Info

Match Block

Tetris Attack / Panel de Pon

jp:1995 us,eu:1996 Intelligent Systems / Nintendo
Tile-Match Block

Also known as "Panel de Pon" and "Puzzle League" series, this is a rebranded version with characters and theme from Yoshi's Island. Random lines appear on the bottom, while the player moves a cursor to swap partner blocks matching colors, forming and resulting in satisfying combos. The action can get pretty intense at times and the versus mode has potential to become addictive.



4.3/5 ~5h Video Info

Tetris Battle Gaiden

jp:1993 Bullet Proof Software
Tile-Match Block

An interesting variation in the Tetris universe with charming presentation and a focus on competitive versus play in mind. The basic concept is extended with dedicated mechanics for interaction among the players. Both share the same pool of pieces for incoming blocks and each character have special abilities, like blinding the opponent. Shame this masterpiece never left Japan.

3.8/5 ~h Video Info

Sports

International Superstar Soccer Deluxe

jp,us:1995 eu:1996 Konami
Soccer

The Holy Grail of 16-bit soccer. Every element is polished, it was incredible for its time. Big and detailed player sprites with fluid animations, a realistic setting and commentary made up an authentic atmosphere. The controls are smooth and multifaceted, has deep customization of team setup and tactics. There are 187 international teams, but with fictional names only.

4.1/5 ~27h Video Info

Pilotwings

jp:1990 us:1991 eu:1992 Nintendo
Flight Simulation

A relaxing, but challenging arcade flight sim. The player earn points based on his performance at completing a range of mission based disciplines, such as light plane or sky diving lessons. These can get very hard at times, a lot of practice is needed to master the controls. Despite being technical revolutionary on launch, the small and flat pseudo 3D maps didn't aged well.

3.6/5 ~8h Video Info

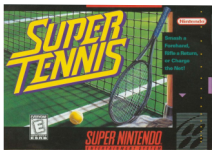
Super Punch-Out!!

us:1994 eu:1995 jp:1998 Nintendo
Boxing

This sequel is more faithful to the arcade version than its NES predecessor. The art style is cartoon like exaggerated without rules, far from realistic boxing. Each of the 16 wacky enemies got individual move sets, such as to spit or surprise with hair strikes. The game is all about memorizing these pattern and to react by dodging and counter attack in the right moment.

4.0/5 ~5h Video Info

Super Tennis



jp,us:1991 eu:1992 Tokyo Shoseki (Tonkin House)
Tennis

Pure tennis simulation without whistles, but a balanced and fast gameplay. Most importantly, ball physic behavior is consistent and predictable. Controls are direct with enough complexity to bring some depth into the game. Realistic sounds add to the great atmosphere and even a 4 player modes are available. Only flaw are the hidden stats of the different characters.

3.6/5 ~10h Video Info

Fighting

Killer Instinct

us,eu:1995 Rare
1vs1 Side Combat

Visual presentation and graphics are impressive, even tough it was a downgrade from its arcade version. Seen as a love child between MK and SF2, it had enough to offer on its own, foremost the revolutionary and unique combo system with absurdly long combinations. 11 diverse fighters are available to choose from, such as a skeleton, an ice creature or a killer robot.

3.9/5 ~1h Video Info

Mortal Kombat 2

us,eu:1994 Sculptured Software / Midway
1vs1 Side Combat

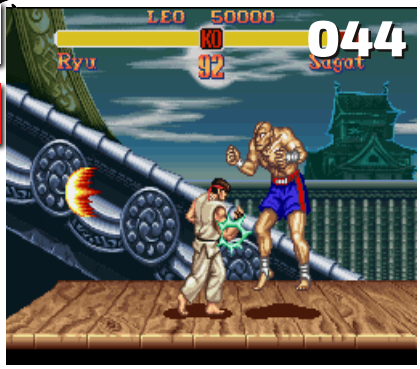
Most gore videogame when it came out, with a fantastic port beating Genesis version. Uncensored Fatalities are a major part and the brutal dark tone, involving splatter and bloody humor isn't for everyone. Plays deliberately different from SF2, comes with a block button and feels a bit chaotic at times. The cheap AI enemy will most likely frustrate every new single player.

3.9/5 ~3h Video Info

Super Street Fighter 2

jp,us,eu:1994 Capcom
1vs1 Side Combat

Best and most refined iteration of classic SF2 on any 16 bit machine. Each of the vastly diverse sixteen fighters requires a different play style and strategies. Furthermore the balancing of all moves are fine tuned, controls and hit detection improved. New game modes are introduced. Still competitive as it was back then, except maybe a little bit slow as of today's standards.



4.2/5 ~5h Video Info

Brawler

Batman Returns

jp,us,eu:1993 Konami
Scrolling Brawler

Beat'em up adaptation from the Batman movie by Tim Burton. Presentation is top notch. We have big sprites, lots of details in the background and even cut scenes with images from the film. Grabbing enemies, slamming them to ground or crush to walls just feels satisfying. A few stages switch to side scrolling platforming and one time to a 3D racing with shooter elements.

3.7/5 ~2h Video Info

TMNT 4: Turtles in Time

jp,us,eu:1992 Konami
Scrolling Brawler

An enhanced arcade port and perhaps the best brawler on this system. Everything is polished from the responsive controls, to the great visuals and catchy themes. The time travel plot brings up a nice variation of locations and enemies, such as the dinosaur era and a pirate ship, including stages with hoverboard riding. A must play for fans of the 90s animated tv series.

4.2/5 ~2h Video Info

Puzzle & Logic

Lemmings

us,eu:1992 DMA Design (Rockstar) / Sunsoft
Realtime Puzzle

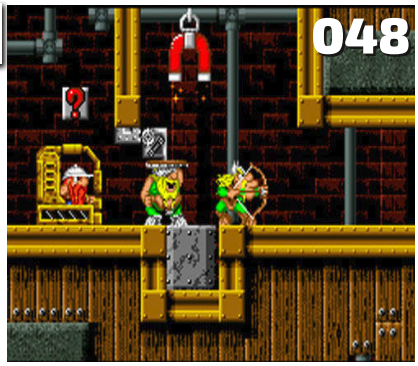
Dumb little Lemmings run into any pit in their way, but are actually multi talents. These self moving creatures are spawning periodically and the player have to assign tasks and skills in real time to find a way and guide them to the exit. Sadly, the cross hair controls lacks mouse support. On the other hand, surprisingly a 2-player competitive split-screen mode is provided.

3.5/5 ~21h Video Info

Lost Vikings, The

us,eu:1992 Silicon & Synapse (Blizzard)
Platformer Puzzle

3 friendly vikings got kidnapped through time and space by an alien. The player controls one character at a time and must lead them all to passage out. Each have their unique set of abilities and are needed to solve the various puzzles oriented platforming stages. The futuristic fantasy world setting, headstrong music and wacky dialogues reveal Blizzards style and personality.



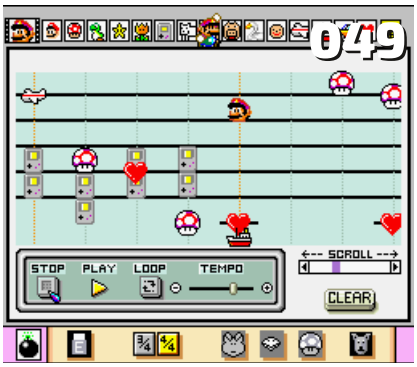
3.9/5 ~13h Video Info

Other

Mario Paint

jp,us,eu:1992 Nintendo / Intelligent Systems
Compilation of Art Editor Tools

In a time when PCs was rare and smartphones not invented yet, Nintendo introduced us a Mario themed compilation of creative tools and a mouse on their gaming console. Drawing, stamp creation, animations, a music maker and even a simple game was included, inspiring an entire generation. Nowadays hopelessly outdated and limited, but still fun for nostalgic reason or kids.



3.7/5 ~h Video Info

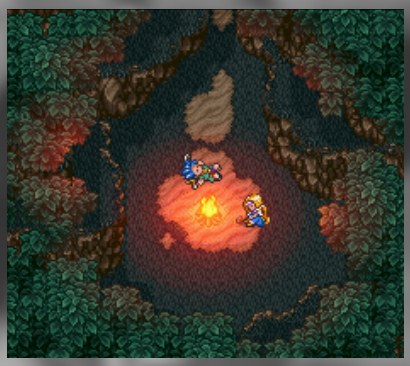
Super Bomberman 3

jp,eu:1995 Hudson Soft
Tactical Action

The Battle Royale of my youth: lay down bombs in top down view, collect power ups and kill enemies. New features are shaking the formula a lot, like kangaroo pets with various skills, a revenge concept in battle arena, where dead people can throw bombs or a tag team mode. Even the campaign can be played with a friend. Still addictive and one of my favorite multiplayer games.

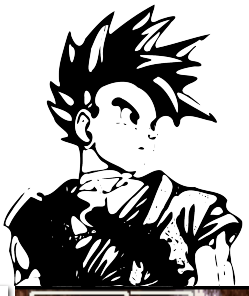
3.7/5 ~3h Video Info

Chapter 2: 50 Optional Alternatives



Now who got so far, can't go back. You have reached the supplementary base. In case you are missing your favorite game from previous part, chances are good it will be found on the next half. Although a few restrictive rules are in place and prevent many good games from appearing here too. That should not let you down. In fact, things you do not expect are often what surprises us the most. Look down, get inspired and try something new. Remember the old days and as usual, have fun.

RPG and Act/Adventure



Dragon Quest 6 / Dragon Warrior 6

jp:1995 Heartbeat / Enix
Turn based JRPG

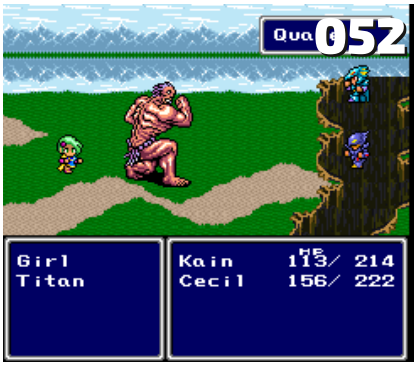
Strongest competitor and rival to Final Fantasy with Character design by popular Dragon Ball creator. Still, this particular successful and most advanced part of the series never got a release outside of Japan. The setting is traditional medieval, involving a twist of real and dream world and a refined class system allows for an individual development of any playable character.

4.1/5 ~h Video Info English Translation...

Final Fantasy 4 (US: 2)

jp,us:1991 Squaresoft
Turn based JRPG

The new Active Time Battle system was introduced and inspired its entire genre. Characters have deep development in an epic story line, presented by dramatic emotional scenes and accompanied with wonderful tunes. Despite the outdated look, mechanics and a weak translation to English, its still enjoyable. The US release is also significantly easier than its original version.



4.2/5 ~27h Video Info

Front Mission -Gun Hazard

jp:1996 Omiya Soft / Squaresoft
Side scrolling Action RPG

Cybernator programmers worked with developers of Square to create an unforgettable Japan exclusive masterpiece. Platform action with mechs meets RPG elements, such as money, exp., upgrades, recruiting helpers and a lot of dialogues. As usual graphics are fantastic and the atmospheric score exceptional well, with an industrial touch. Hidden feature: A cheat enables co-op play.

4.1/5 ~17h Video Info English Translation...

Illusion of Gaia / Illusion of Time

jp:1993 us:1994 eu:1995 Quintet / Enix
Act/Adventure

Very linear action adventure, where characters travel through real world earth in an alternate setting, experiencing some emotional and memorable moments. One main attraction are the gorgeous combat oriented dungeons, involving some neat puzzles and interesting designs. Luckily the fighting mechanics are fluid and there are even 50 secret Red Jewels hidden everywhere.

4.0/5 ~14h Video Info

Lufia 2: Rise of the Sinistrals

jp:1995 us:1996 eu:1997 Neverland
Turn based JRPG

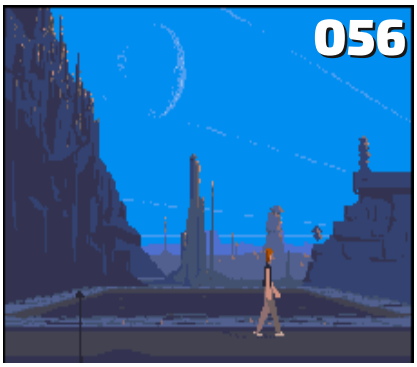
Traditional turn based RPG with classic puzzle elements comparable to Zelda, which makes up a huge part of the charm. Fittingly, there are no random battles found inside dungeons. There is one really cool featured ancient cave, that is rogue like randomly generated when entered. While the visual presentation does not standout, the soundtrack got a nice orchestral vibe to it.

4.3/5 ~29h Video Info

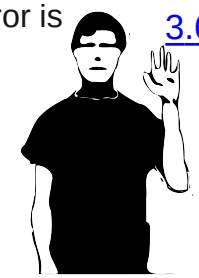
Out of this World / Another World

jp,us:1992 eu:1993 Delphine Software / Interplay
Platformer Act/Adventure

A visionary game with an unique minimalist style attached to it. The cinematic animations and vector graphics feels like an art movie, giving a real sense of being lost in an another world. Gameplay is similar to Flashback, a platforming puzzle adventure combination, with focus on exploration. It is often difficult and a lot of trial and error is needed to solve a problem.



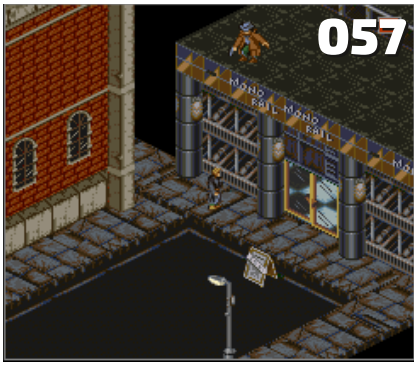
3.6/5 ~2h Video Info



Shadowrun

us,eu:1993 jp:1994 Beam Software
Action RPG

An adaptation from the table top RPG with same name, a futuristic cyberpunk world mixed in with fantasy and magic. The dialogue system is unusual, where newly learned keywords can be utilized on NPCs. Some characters can be hired for limited time period to support in a battle or for computer hacking. Combat is boring and underwhelming, but the focus is exploration anyway.



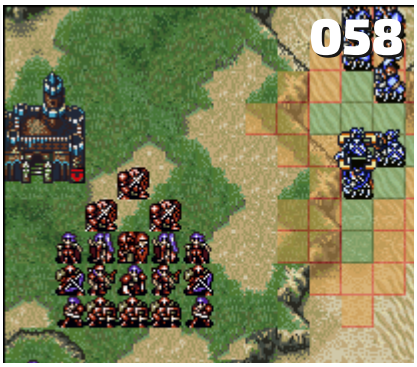
4.1/5 ~18h Video Info

Tactical Strategy

Fire Emblem: Genealogy of the Holy War

jp:1996 Intelligent Systems / Nintendo
Turn based Strategy / Tactical RPG

Fourth entry in the series and the last game produced by Gunpei Yokoi. New concepts was introduced, as such the romance mechanics, two generations, weapon triangle, some rpg elements and the unique pawn shop. Player controls turn by turn an army on grid based maps and each character can die permanently. The story involves political stuff and a war between kingdoms.



4.4/5 ~52h Video Info
English Translation...

Super Famicom Wars

jp:1998 Intelligent Systems / Nintendo
Turn based Strategy

Predecessor to Advance Wars series with same concept and structure: A military themed, top down and turn based army building war. Some differences are, it have more terrain and building types and both units attack at the same time. There is no story mode, just pure battle to destroy all units or conquer the headquarter. Nice to see that even multiplayer modes are included.

3.8/5 ~h Video Info
English Translation...

Jump & Run and Act. Platformer

Disney's Aladdin

us,jp:1993 eu:1994 Capcom
Jump & Run

Capcom's videogame adaptation on the animated film from Disney and one of the better licensed titles of that time. Environments, animations and the music are just beautiful, capturing the emotion of the movie just right. Gameplay is not very spectacular, but solid with good control and mainly involving platform jumping. Overall it fells a bit short and is on the easy side.

3.7/5 ~h Video Info

Demon's Crest

ONLINE

jp,us:1994 eu:1995 Capcom
Action Platformer / Act/Adventure

The main character Firebrand, originally an enemy in the Ghouls'n Ghosts series, got its own games. It starts off as a platformer and then adds some Metroidvania like inspired elements, by allowing to explore the stages in any order and revisiting them with new skills and items. The setting is very dark and demonic, graphics are detailed, the music is fittingly atmospheric.

4.0/5 ~5h Video Info

Earthworm Jim 2

us:1995 eu:1996 Shiny Entertainment
Action Platformer

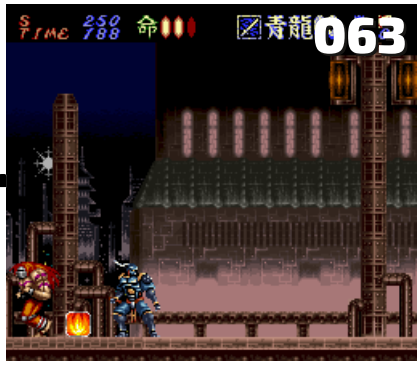
Follow up to its exceptional well received first game in the series. Once again a charming action Jump & Run with a wacky comic styled humor awaits the player. Every stage have its own look and unique gameplay elements, one of them being a shoot'em up (although not a good one). While it certainly is not a perfect game, at the end these ideas will amuse and keep you playing.

3.8/5 ~3h Video Info

Hagane: The Final Conflict

jp:1994 us,eu:1995 CAProduction / Red E., Hudson
Action Platformer

Imagine cyborg ninjas in a mixture of Shinobi 3 and Strider; Hagane in a nutshell. A classic action platformer with high learning curve. The arsenal of techniques includes multiple weapons, sliding, double and wall jump, grapple hook and more, inviting to experiment and making up a fluid gameplay. A short experience for everyone who seeks for a true challenge of the past.



3.8/5 ~2h Video Info

Magical Pop'n

jp:1995 Polestar
Platformer / Act/Adventure

An anime styled Japanese only action platformer, with elements borrowed from Metroidvania genre. Its open level structure invites to exploration and a bit of backtracking with upgrade rewards, but there is no progress saving or a map and the world is divided into self-contained stages. The quality presentation and precise controls rounds up to an overall polished impression.

3.7/5 ~4h Video Info
English Translation...

Magical Quest Starring Mickey Mouse

jp,us:1992 eu:1993 Capcom
Jump & Run

Back then Capcom was on a roll with Disney licensed games and Mickey's SNES debut is no exception. Enemies can be grabbed and threw away as the standard action. Later costumes can be found, giving special abilities. Although the level design is a bit uninspired and there are only 6 of them. Graphics look pretty good for its time and overall its a great classic to pick up.

3.8/5 ~2h Video Info

Majyuuou / King of Demons

jp:1995 Nihon Soft System / KSS
Action Platformer

Horror themed action platformer with a gameplay comparable to Castlevania, but with a gun instead. The story is very dark and art style of its demonic creatures and world straight out from hell. Beating a boss allows for transformation into new monster forms, bringing some variation from time to time. Overall its an interesting take on the genre and definitely worth a look.

3.7/5 ~2h Video Info
English Translation...

E.V.O.: Search for Eden

jp:1992 us:1993 Almanic / Enix
Act/Adventure / Platformer

The player starts out as a fish and must eat enemies and build up their own creature, while evolving through the 5 different epochs. Its a sort of action rpg adventure and the real time battle system is primitive, repetitive, very grind heavy and bosses are frustrating. Despite its flaws, the game manages to be an unique concept and setting across the systems whole library.

3.8/5 ~10h Video Info

Metal Warriors

us:1995 LucasArts / Konami
Action Platformer

Awesome giant anime mecha robots and cutscenes! Inspired by Cybernator, plays similarly as a side scrolling run and gun with flying mechanics and a new reflect shield. 6 unique robot models with their own capabilities are available throughout the stages. Leaving the suit is risky, as the enemy can take it over or kill you easily. Even a 2-player deathmatch mode is available!

3.8/5 ~4h Video Info

Plok

jp,us,eu:1993 Software Creations
Jump & Run

Plok was there before Rayman arrived! This gem stands out in multiple ways. The music is incredible awesome, graphics cute and with a distinct style to it. Enemies can be beaten by throwing arms and legs, later stages introduce a lot of different power ups. It can be brutally hard at times, but never unfair. Unfortunately the game is quite long and there is no save option.

3.7/5 ~5h Video Info

Sunset Riders

us:1993 Konami
Run & Gun

Western themed run and gun action shooter comparable to the likes of Contra, but with cartoon styled cowboys. Enemy bullets fly slow, so dodging is different and 4 characters are available to choose from too. Arguably one of the best Wild West games among its era, even with censorship in effect and the short content. Overall a good arcade port including 2 player co-op option.

4.0/5 ~2h Video Info

Super Star Wars: Return of the Jedi

us:1994 eu,jp:1995 Sculptured Software / LucasArts
Action Platformer / Various

Best Star Wars game on the system and a pretty impressive movie adaptation. Presentation is top notch, especially the exceptional well sounding music. Each playable character have their own distinct skills and controls. Most stages are platforming and some switches to pseudo 3D racing or shooter. Level design is a bit sub-optimal, but at least a password system is in place.

3.7/5 ~4h Video Info

Super Turrican 2

us,eu:1995 Factor 5
Run & Gun

Non stop action packed with dramatic level ideas and bosses, variety of power ups, enemies, explosions, details and vehicles will satisfy even the hardcore Contra fan. The game design is much more linear and less open like the other entries in the series. Some stages actually goes into high speed 3D view and vertical shmup gameplay, which suspiciously reminds me Axelay.

4.0/5 ~2h Video Info

Tiny Toon Adventures: Buster Busts Loose!

jp:1992 us,eu:1993 Konami
Jump & Run

Fun little platformer based on the cartoon tv series Tiny Toons. Buster can jump, dash, slide, run along walls and do an awkward backflip attack. Every stage got its own identity and set of rules, one even being an American Football and a multitude of mini games add to the variety as well. Overall a bit short and nothing spectacular, but always enjoyable to pick up and play.

3.6/5 ~2h Video Info

Shoot'em Up

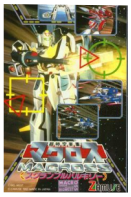
Axelay

jp,us:1992 eu:1993 Konami
Vert. and Horiz. Scrolling Shoot'em Up

Axelay is a prime example for what Konami was capable of. The unique horizon effect is accomplished by utilizing mode 7 in a clever way and it looks amazing! Stages are either horizontal scrolling or vertical and each time clearing one will unlock new weapons to be selected for the next mission. Contact with a bullet will disable attached weapon and are working like a shield.

3.8/5 ~2h Video Info

Macross: Scrambled Valkyrie



jp:1993 Winkysoft
Vert. Scrolling Shoot'em Up

Space aliens and mechas; Macross is based on the anime films from the 80s. Graphical details and effects are gorgeous, gameplay fast and fluid without slowdowns. 3 ships are available. Each has its own individual weapons and vehicle modes to switch on the fly. A neat feature is the ability to capture specific enemies to let them fight as an AI controlled companion. Very cool!

3.7/5 ~1h Video Info

Pocky & Rocky 2

jp,us:1994 eu:1995 Natsume
Multi directional Shoot'em Up

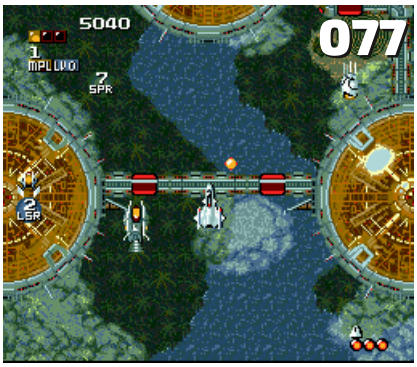
Top down free 8 way run and gun shooter, including a password system and shops to buy items - not a straight shoot'em up. The cute and bizarre Japanese mythology setting is very much in the styles of Mystical Ninja. Throughout the game are many helper characters scattered around. Every of them has unique abilities and are either controlled by the AI or a second player.

3.8/5 ~2h Video Info

Space Megaforce / Super Aleste

jp,us,eu:1992 Compile
Vert. Scrolling Shoot'em Up

Less frustrating than usual vertical arcade shmups. The power up system is ridicilous with 8 different weapon types and many upgrades, which also serves as a shield too. Each hit will decrease its power level and even on-screen objects don't hurt. These forgiving mechanics makes up a good introduction to the genre. Even with the fast paced action, no slowdowns occur ever.



3.8/5 ~2h Video Info

Star Fox 2

jp,us,eu:2017 Nintendo / Argonaut Software (SNES Mini)
Multidirectional 3D Shoot'em Up / Strategy

Star Fox 2's development history is unique. It got canceled and released decades later on the SNES Mini only. It is very different from its predecessor. Goal is to stop missiles attacking on the map like a real time strategy game. The stages itself are non-linear open worlds and the player can even transform into a land walker. Frame rates are smoother, but still problematic.

3.7/5 ~1h Video Info

U.N. Squadron / Area '88

jp,us:1991 eu:1992 Capcom
Horiz. Scrolling Shoot'em Up

Port of a 90s arcade shmup alongside a few changes to it, which itself is based on a manga series called Area '88. Three distinct pilots are available to choose from. New planes or power ups have to be purchased between the stages. One hit from enemy enters into danger mode and life is only lost, when hit again before recovering. Nothing groundbreaking, but not bad either.

4.0/5 ~2h Video Info

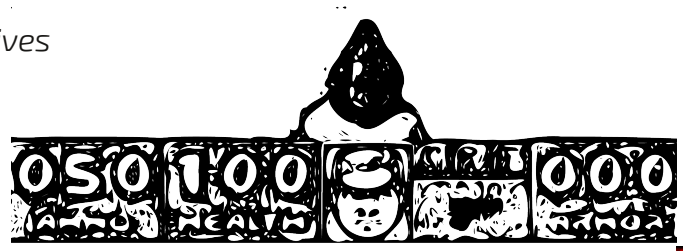
Other Action

Cannon Fodder

eu:1994 Sensible Software
Tactical Action

Tactical action game with a humorous take on war, controlled by cross-hair commands. A sort of military RTS without building. Mission of each level consist usually to search the map and destroy all enemies with the squad team. AI is a bit outdated and over time the plenty of levels can get repetitive and boring too. Still, an interesting game. It even has mouse support.

3.6/5 ~9h Video Info



DOOM

us,eu:1995 jp:1996 id Software / Sculptured Software
First-person Shooter

DOOM was even ported to the SNES, the genre defining game from hell. Unfortunately it was a bit too much for the console. Screen size is smaller, has slow controls, few levels are cut out and no progress saving. Sure, there are better ways to enjoy this game, but it is still an achievement for the system in general. You still play the violent Doomguy and kill demons in mass.

3.4/5 ~5h Video Info

Jungle Strike

us,eu,jp:1995 High Score Pro. / Granite Bay Software
Multi directional Tactical Shoot'em Up

“The Sequel to Desert Strike”, sort of a shooter with free movement in an isometric perspective. It has a more realistic feel and learning the controls of the helicopter is your first step. Later stages introduce new vehicles as well. Aim in the open maps is to find and destroy enemies and rescue people. The tactical note comes from limited resources, as such ammo or fuel.

3.4/5 ~8h Video Info

The Firemen

jp,eu:1994 Human Entertainment
Action

A fire broke out in a building and your job as a firefighter is to stop it and rescue people. Gameplay involves shmup like run and gun 8 way walking, shooting straight water beams and a few dramatic cut scenes. Flames attack in formations, part of the architecture collapses and even boss fights are present. Luckily your AI controlled companion is invincible and very useful.

-/5 ~2h Video Info

Racing

Micro Machines 2

eu:1996 Supersonic Software / Codemasters
Top-down Racing

Simple top down racer with mini toy cars. Tracks consist of tables or bathroom in example and have all kind of individual features. There is a sponge to ride on, obstacles like a stapler and varying vehicles. No weapons are available, pure fast paced racing. Head-To-Head is my favorite game mode. The leading player with enough distance leaving the screen earns the point.

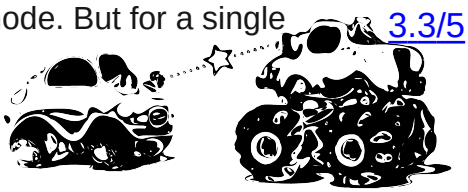
3.7/5 ~4h Video Info

Stunt Race FX

jp,us,eu:1994 Nintendo / Argonaut Software
3D Racing

Super FX chip powered 3D polygon racer. Presentation has a cartoon style to it, to a point where even the cars got eyes, accompanied by joyful music. Track design include up and down elements, tunnels and moving obstacles. In today standards the controls and frame rate feels a bit slow; don't even try 2-player mode. But for a single player the game is still fun to play.

3.3/5 ~7h Video Info



Top Gear

jp,us,eu:1992 Gremlin Interactive
3D Racing

Arcade racer with good sense of speed from the makers of Lotus series. Even the badass music consist of remixes from it. A bummer is, that the screen is always split, even for single player. The fuel management adds a bit of strategy on longer tracks, by utilizing pit stops at the right time. 32 tracks in 4 locations are available and luckily a password system is in place.

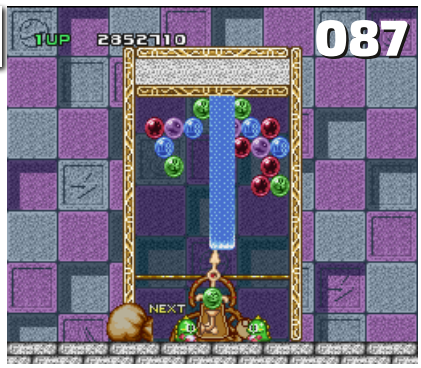
4.0/5 ~4h Video Info

Match Block

Bust-A-Move / Puzzle Bobble

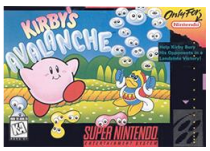
jp,us:1995 Taito
Tile-Match Block

One of the most iconic and copied tile-match puzzle games ever. Shoot bobbles from bottom in straight lines or use walls to bounce them. Goal is to hit same colors and clear the field. Especially the multiplayer aspect can get very addictive, where the resolved bobbles are sent to your opponents field. Has even more levels, modes and features than its arcade counter part.



3.7/5 ~5h Video Info

Kirby's Avalanche / Kirby's Ghost Trap



eu,us:1995 HAL Laboratory / Compile / Banpresto
Tile-Match Block

Localized version of Super Puyo Puyo with different art style and sound, much like Dr. Robotnik's Bean Mean Machine on the Sega systems. Falling drops of same color must be put together to destroy them. This will cause dropping ghost blobs on your opponents side, with chain reactions being more effective. Single players might find the missing password system disappointing.

3.5/5 ~7h Video Info

Wario's Woods

us,eu:1994 Nintendo / Intelligent Systems
Tile-Match Block

Instead of a cursor, a character on the ground will be controlled. Monsters and bombs are dropping randomly and the aim is to combine same colors to eliminate all monsters. The player can pick up stacks of blocks, run up on walls and even kick bombs to rearrange them. It's complexity and unusual gameplay is exactly what makes this game apart from its typical genre landscape.

3.6/5 ~9h Video Info

Sports

Kirby's Dream Course

jp:1994 us,eu:1995 HAL Laboratory / Nintendo
Fantasy Mini Golf

Almost puzzle like structured mini Golf from isometric viewpoint. The courses have a lot of unusual elements, like spikes and conveyor. Each shot reduces the health bar. Killing enemies will give one back, some even unlock special abilities and the last one turns into the final hole to land in. It has 64 well-made tracks, plus 48 specifically designed for two player mode.

3.6/5 ~4h Video Info

NBA Jam Tournament Edition

jp,us,eu:1995 Midway / Iguana
Basketball

NBA licensed two versus two basketball. Gameplay is fast paced with a focus on action and fun. The players can jump from one half of the field to the other, while making insanely unrealistic slam dunks. Even power ups appear and there are no fouls, so using elbow does not result in a penalty. Hidden characters, cheats and ton of secrets can be discovered. Up to 4-players.

4.0/5 ~14h Video Info

Fighting

Street Fighter Alpha 2

jp,us,eu:1996 Capcom
1vs1 Side Combat

Most ambitious arcade port to the SNES console. To make this possible, a special chip S-DD1 is used for decompression of graphics on the fly. The results are impressive. Most of the original arcade features are retained, like the new custom combo system. Unfortunately the sound is a bit muffled, game runs at 30 fps and there are annoying loading times between the rounds.

4.0/5 ~2h Video Info

Brawler

Battletoads & Double Dragon

us:1993 eu:1994 Rare
Scrolling Brawler

Crossover of two classic franchises to form "The Ultimate Team" in typical Battletoads cartoon style, with exaggerated and lovely animations and an awesome music score composed by famous D. Wise. The game flips between isometric and side view back and forth and once in a while to other genres. Level desgin is in places flawed and frustrating, but overall a fun experience.

3.6/5 ~2h Video Info

Final Fight 3

jp:1995 us,eu:1996 Capcom
Scrolling Brawler

A sequel created exclusive to the SNES. Compared to its predecessor, new command based special attacks and super moves like in Street Fighter were introduced. Running and new ways to attack are also added. Otherwise, performs the same as before and is a solid brawler. Multiple endings, 4 characters and the option to team up with a bot in co-op makes for some replay ability.

3.9/5 ~1h Video Info

Puzzle & Logic

Goof Troop

us,eu:1993 jp:1994 Capcom
Puzzle Act/Adventure

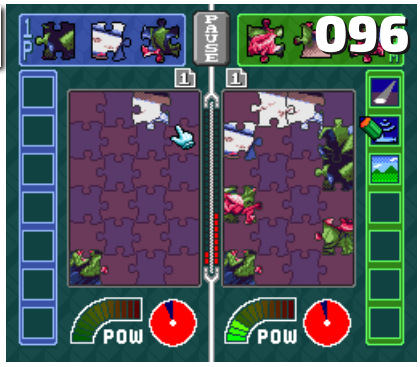
The pirate adventure is loosely based on the animated tv series. It plays and looks a bit like Zelda at first, but focuses on puzzles and have no any exploration. In each room is a puzzle to solve and the player can only carry a limited number of items. There are only 5 linear levels, which are mostly quiet easy. Not the most spectacular game and is best played with a friend.

3.7/5 ~2h Video Info

Pieces / Jigsaw Party

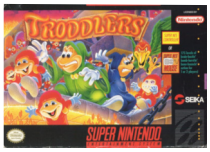
jp,us:1994 Prism Kikaku
Competitive Puzzle

How about playing digital jigsaw puzzles in a competitive manner? The player solving 3 mini puzzles in a row wins the game. Pieces are chosen randomly and must be placed as fast as possible to get power ups for sabotaging your opponent or guiding your next placement. Mouse control is supported. A surprisingly fun take on the jigsaw puzzle formula and a great party game.



3.6/5 ~h Video Info

Troddlers



us,eu:1993 Atod
Puzzle

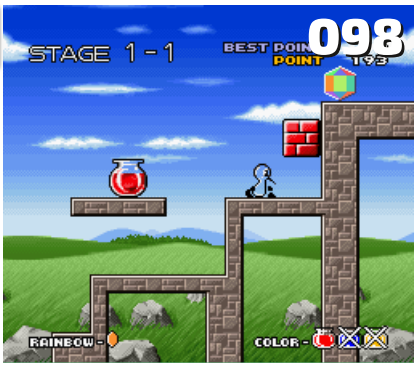
Obviously inspired by Lemmings and Solomon's Key. Small creatures called Troddlers must be directed to the exit within a given time limit. The player is in control of a platformer wizard, who can create and remove blocks to form a path to walk on. Later objectives include killing zombies and item collecting. 2-player modes are available too and the mouse is supported as well.

3.8/5 ~h Video Info

Sutte Hakkun

jp:1999 Indieszero / Nintendo
Platformer Puzzle

Puzzle platformer with an unique concept. What started out as a Satellaview broadcast finally got a cartridge release late in the lifecycle of the console. Blocks can be repositioned and their colors swapped out by inhaling and exhaling them. Every color have its own behavior. There is also a scoring system in place, which get reduced for every movement the player makes.



3.9/5 ~h Video Info
English Translation...

Other

Harvest Moon

jp:1996 us:1997 eu:1998 Amccus
Farm Simulation RPG

First game of the series Story of Seasons, a relaxing farm simulation with charming 90s rpg visuals. Goal is to build and run a successful farm within 2.5 in game years by working hard, like planting seeds, picking eggs, cow care and more. There are multiple endings, seasons, a day/night cycle, different girls to date and marry. Boring for some, addictive for others.

4.0/5 ~30h Video Info

Jaki Crush: Naxat Super Pinball

jp:1992 Compile / NAXAT Soft
Pinball

Third part in the Crush pinball series and exclusive to SNES. Presentation is themed around the Japanese Jaki demon mythology. Visual art style and atmosphere are breathtaking, but only one table is available. It is divided up into 3 sections with a lot of interactions and targets, plus 6 bonus boss battles to explore. Overall a well-designed pinball and cool experience.

3.3/5 ~h Video Info

Bonus: Unofficial Games

These are not praised or licensed by Nintendo and so not part of the official game library. Yet, that will not stop us from playing them, if the binary is preserved. We have canceled prototypes, unfinished but playable. And then there is the homebrew scene. Games programmed by hobby developers from the ground up. The following list is not big, but worth a look.

Unreleased Prototypes

Jelly Boy 2

Game Freak
Jump & Run

An unreleased prototype set to be a sequel to Jerry Boy (us: Smartball) by Game Freak. Not to be confused with an unrelated game called Jelly Boy. A cute and colorful easy jump and run. Beating a boss will free characters with new abilities. Before starting a stage one of the 6 characters can be chosen. It has even battery save function and was almost a finished product.

Video Info

English Translation...

Mr. Tuff

Sales Curve Interactive
Action Platformer

Unreleased side scrolling prototype from the makers of Super SWIV (us: Firepower 2000). The stages are your usual left to right action platformer, each with a specific amount of targets to destroy. There are a few power ups and the graphics look well. Passwords are not functional. Otherwise seems to be near it's completion and originally planned to be released in 1994.

Video Info

Steven Seagal is the Final Option

Tekmagic
Scrolling Brawler

Scrolling brawler with THE action movie star Steven Seagal in digitized optics. The game was presented at the CES in 1993 and was never finished. Controls are slow, jumping very sloppy and hit detection not reliable. Our final option can kick, punch, throw knifes and shoot his gun. There are graphical issues and non working terminals. An unfinished beta with serious issues.

Video Info

Homebrew

Nightmare Busters

2013 Arcade Zone / Super Fighter Team
Run & Gun

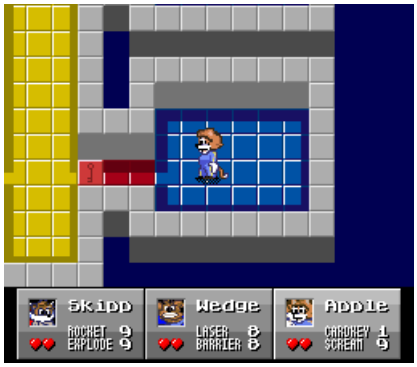
Side scrolling run and gun with an interesting development history. It was supposed to be released in 1995. After a few hiccups and teaming up with another studio, the game finally got a cartridge release for sale in 2013. Sprites are huge, graphics look beautiful, 2-player co-op is featured and is tough as hell. A few balance issues are present, but otherwise complete.

Video Info

Skipp and Friends

2014 Ice Man
Action Puzzle-Maze

Top down homebrew puzzle created for the PDRoms Coding Competition in 2009. Goal is to break out from prison by collecting keys to open doors and reaching the exit with all 3 characters. Each of them have unique abilities and the stages are maze like structured. Graphics look simplistic, but characters are charming and the tunes catchy. A password system is provided too.

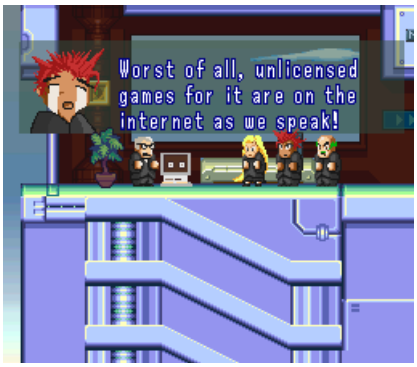


Video Info

Super Boss Gaiden

2016 Dieter Laser & ChronoMoogle
Action Platformer / Brawler

A while back the missing SNES Playstation prototype was found. This game was specifically developed for that hardware. Gameplay is fast paced side scrolling platformer with brawler mechanics. Controls are responsive, hit detection on point and the heart rate is his life bar. It will raise by destroying the environment; Like a boss! The sweet fun is about 15–20 min. short.



Video Info

Bonus: Mods and Romhacks

Romhacks are modifications of existing games. Fans are making new levels, graphics, characters, gameplay mechanics and much more. These mods are free in price and bring new life to old games; much like a DLC on modern systems. To be on the legal side, only patch files are shared. To play them, you have to know how to patch. I recommend the easy-to-use Flips (Floating IPS) application.

Randomizers are tools to generate modified versions of ROMs. I tested them under Linux (Ubuntu) natively or through WINE. The web apps are universal websites and can be used without downloading a program. Also example patch files are provided by me, in case the tool isn't available in the future.

Super Mario World

7th AVLDC Collab Hack 2014

2014 SMW Central
Based on Super Mario World

A collaboration project from its users at SMW Central community and combines 86 levels from the 7th Vanilla Level Design Contest into a single game. Each of them are created by a different individual. All levels can be played in any order from the beginning and beating one will show an “M” icon. Difficulty and features are comparable to the original game.

Download

Hack

2013 Golden Yoshi
Based on Super Mario World

A well balanced 9 exit short game. Each level is unique and introduces new gameplay gimmics and challenges. There is even a sequel with new and interesting ideas. Difficulty is about normal and comparable to the original game.

Download

Kaizo Mario World

2007 T. Takemoto
Based on Super Mario World

The one and only legendary Kaizo game, that started all those impossible, sadistic and unfair level design. This kind of difficulty is for experts only and are played usually with Save States. A lot of trial and error is required and frame perfect tricks. I do not recommend to play this game. You have been warned.

Download

Karoshi Mario

2015 HuFlungDu
Based on Super Mario World

Game idea is based on the original game “Karoshi” by Jesse Venbrux. Objective in each level consist of finding a way to kill yourself, in order to make progress. 35 deadly levels with a focus on puzzle solving are waiting to kick your ass. It features a lot of custom game code, but graphics and music are very much vanilla Mario.

Download

Mario & Luigi: Kola Kingdom Quest

2017 Gamma V
Based on Super Mario World

Based on a previous romhack called Super Mario Bros. 5 Reborn, but completely redesigned. In total 74 well made levels are present. Layout, progress and gameplay are traditional like the original SMW, but features a total conversion of graphics, music and level design. Difficulty is comparable to the official Mario games.

Download

Mario is Missing! Done Right

2017 Gamma V
Based on Super Mario World

Play as Luigi and search for Mario. This game tries to be what the real Mario is Missing should have been; a fully traditional styled jump & run as you would expect. The updated graphic design is top notch and music selection excellent. 90 exits in 7 well designed worlds with a difficulty comparable to official Mario games are playable, even by casuals.

Download

Return to Dinosaur Land

2006 RAGB
Based on Super Mario World

One of the oldest and well known SMW romhacks. No graphics are altered or gameplay elements introduced; it is all about the level design. Challenging without being unfair, the experience is close to the traditional vanilla style from the original game. 59 levels are a bit short, but still plenty.

Download

Sicari Remastered

2018 Eevee
Based on Super Mario World

Beautiful looking complete overhaul of an older romhack with strong focus on narrative. Story, graphics, levels, music, everything is changed compared to original SMW. The difficulty is hard. Nothing for the casual player, but not unfair. There are two playable characters, one of them similar to Mega Man gameplay.

Download

Super Mario Logic

2016 Final Theory
Based on Super Mario World

Unique and creative romhack for SMW. Each room is a single screen challenge with clever ideas. There is no world map, progress of the 94 stages is linear and goal in each room is to solve a puzzle or find a way to the exit. Difficulty is about normal, compared to the main game; nothing fancy required. Presentation is vanilla, but a few gameplay features are modified.

Download

Super Metroid

Ancient Chozo

2018 Albert V.
Based on Super Metroid

It started out from Project Base hack and evolved to something new. Map is based on the original SM, but a lot of new stuff and stunning visuals are added. There are more places to explore, new enemy types, puzzles, secrets and other stuff. Focus is on exploration. Difficulty is reported to be similar to the original game, maybe a little harder.

Download

Arcade:Endless Mode

2017 Lioran, Tewtal
Based on Super Metroid

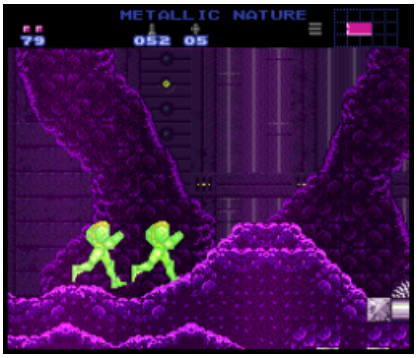
Arcade like linear progression system. Rooms are randomly connected and entering one will lock the door behind. The vulnerability increases over time, some abilities are temporary and there is even a high score system in place. Achievements, difficulty selection, a Time Attack mode and seed option to generate new random games are also integrated.

Download

Ascent

2019 Benox50
Based on Super Metroid

Beautiful complete redesign of map and graphics. A few new game mechanics are included too. The map is split up into 3 segments with their own percentage and will close the door, once entered. Focus is on exploration and even more so on puzzles. Difficulty is definitely harder than original game. Gorgeously looking and top tier level design.

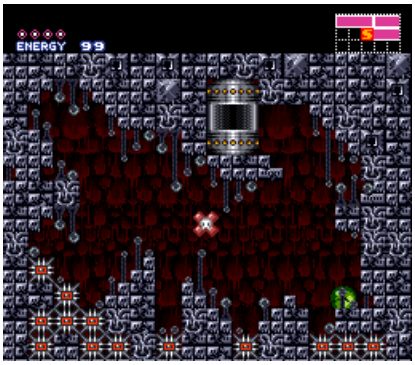


Download

B2-TW

2013 Grime
Based on Super Metroid

Minihack with an unique twist: Samus is in morph ball form the entire time. This turns the main game into a linear platformer without exploration. Level design is well made, nothing feels wrong. Very short and challenging at times.



Download

Hyper Metroid

2015 RealRed
Based on Super Metroid

Based on the Project Base hack, but a complete overhaul featuring new areas, graphics and an alternative weapon system. The map design itself is open ended and has a focus on exploration. Difficulty seems to be fair and comparable to original game. One of the most popular and played SM mods.

Download

Redesign: Axeil Edition

2015 Drewseph
Based on Super Metroid

Refined version to the grandfather of all SM mods. Redesign had ton of issues and was crazy hard. Axeil Edition overhauls it and addresses most issues. The map is enormously huge with a focus on exploration. Gameplay physics are shaken up a bit and the added hint system is very useful. Still difficult with rough edges. Only for experienced players.

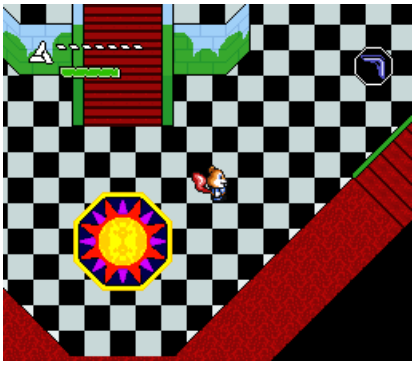
Download

Zelda

Conker's High Rule Tail

2017 SePH
Based on Zelda - A Link To The Past

Full revamp of the main game. The graphics and story are changed so much, it even serves as an unofficial sequel to the Conker's Bad Fur Day. Included are and many references to famous movies and games and the same crude humor. Difficulty level tries to appeal everyone, but it's not easy. The 9 Dungeons are well designed and the game offers a lot of secrets.



Download

Cube

2018 PuzzleDude
Based on Zelda - A Link To The Past

Entire game is one giant dungeon, consisting of 10×10 Hyrule Magic rooms. The focus is on puzzle solving and survival aspect and must be beaten in one session without dying. Level design is structured like a linear arcade game without backtracking. Difficulty is comparable to the original game, but requires a few special tricks at times.

Download

Parallel Remodel

2012 Euclid, PuzzleDude, SePH
Based on Zelda - A Link To The Past

Recreation of a legendary classic hack called Parallel Worlds. It tries to fix a lot of the problems, like extreme backtracking and unbalanced challenges. Still not perfect, glitches and few problems are still present, but reduces the difficulty. Compared to original A Link to the Past, the dungeons and overworld are fully redesigned.

Download

Chrono Trigger

Flames of Eternity

2014 Giro
Based on Chrono Trigger

Based on the infamous Crimson Echoes. Near it's completion the creators had to stop working and couldn't finish the game. 23 chapters, 35h playtime and an attention to every detail to be authentic as possible was featured. Later a different group took the project and created Flames of Eternity. The story acts between Trigger and Cross and manages to link those games.

Download

Level Zero

2006 Maelstrom
Based on Chrono Trigger

Removes the RPG leveling concept by adjusting the stats of enemies, items, shops and heroes. Grinding is not possible. The whole sequence of events, the story, graphics and everything else is untouched. Suddenly each shop and resource turns into something meaningful. Beating bosses are challenging tasks, resulting into a harder version of the same game.

Download

Prophet's Guile

2007 Kajar Laboratories / Giro
Based on Chrono Trigger

Short story dedicated to Magus. Serves as a side event to the main game, while Magus coming back to Zeal, after the act in the castle. The player controls only him, to re-alive his perspective becoming the Prophet of Zeal. Dialogues are believable and authentic. Gameplay is challenging and linear and requires just 1–2 hours to finish.

Download

Final Fantasy

Brave New World

2013 BTB, Synchysi
Based on Final Fantasy 6 (us:3)

Full rebalance of stats, enemy AI, skills, the whole magic system and more, while leaving the story intact. Core idea is individual character development, by making Espers compatible with specific heroes only. Smaller things like a dash button, new save points, other fixes and improvements are included as well. The readme is very extensive and explains all changes in detail.

Download

Return of the Dark Sorcerer

2017 Mike Ferrell
Based on Final Fantasy 6 (us:3)

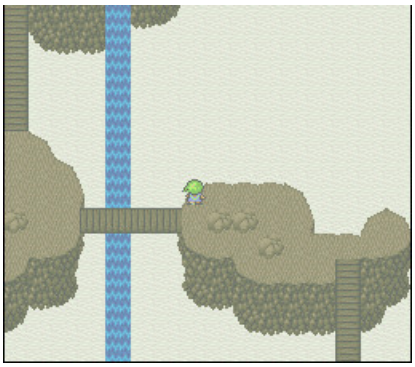
Main story is the same, but new maps, events, characters, graphics and music are added and a ton of tweaks. World maps are reworked, a difficulty selection is available, stats and names are changed, bug fixes, sprint button, new game+ and more. A lot of references to other games and movies can be found too.

Download

Unprecedented Crisis

2015 Pinkpuff
Based on Final Fantasy 4 (us:2)

New story, events and quests, but only after a specific point in game (about 1/3). Gameplay design and stats got shaken up too and after some time the structure gets non-linear. Game becomes open world like in SaGa Frontier series. Choices with true impact, involving the configuration of your party, are present too.



Download

Earthbound

Hyperbound

2007 Hyperbound
Based on Earthbound

An unique game concept with a new story. Virtual glitches are part of the core gameplay mechanic and the game alters the fighting and leveling system. There are no battles. The world is a non-linear exploration, an interactive narrative. Take control of an amnesiac person without any memory.

Download

Quest of Hat

2005 Mr. Tenda
Based on Earthbound

New mini story serves as a sequel to original Earthbound, starring Mr. Saturn and Jeff. The puzzles are made with classic click and point adventure games from old-school LucasArts style in mind. Very lovable, but short too.

Download

Radiation's Halloween Hack

2009 Toby "Radiation" Fox
Based on Earthbound

Advanced and crazy adventure created by the one and only Toby Fox, developer of Undertale. It has a dark and disturbing story, naughty language and adult themes. A mysterious creature ate the parents from a little girl and the player must find it. Playing this game is horrifying and could be depressing. This is also the first time the song MEGALOVANIA makes an appearance.

Download

Other Games

Hyper Street Kart

2016 The Real Phoenix / Ten Shu
Based on Super Mario Kart

Main attraction are the visual changes of characters and items to the Street Fighter 2 theme. Backgrounds, weapons, ending graphics are changed. New and modified tracks are also included. Unfortunately the music is still the same and has a little bugs, but otherwise a complete and playable package.

Download

Kremling's Revenge Remodel

2017 L_Sky
Based on Donkey Kong Country

Based on an existing level design mod, to address many of it's flaws. Now it should match the original games difficulty grade. Surprisingly there are some unusual level design choices, like a cart in a jungle stage. New graphics and bonuses in almost each stage are also added. Note: Due to technical limits the water and ice rounds are extremely short.

Download

Other Castle

2017 bogaabogaa / RedGuy
Based on Super Castlevania 4

Main focus on this hack is the redesign of levels. All of them are fully overhauled in a challenging way, making it harder to beat. Levels are bigger, have new secrets and multiple paths. Even a new power up was added. The changes made keep the feeling of the original game intact, but is harder.

Download

SMW2+2

2008 Golden Yoshi
Based on Yoshi's Island

A brand new adventure with 50 completely redesigned levels through 5 different worlds. Extras and secret stages can be unlocked by scoring 100% on each world. A custom mode Pit of 50 Trials is included too, inspired by Paper Mario. And as a bonus, every Yoshi has its own boot colors.

Download

Super Arthur

2018 Lufia
Based on Super Ghouls'n Ghosts

Adds a few quality of life improvements and gameplay affecting features, which turns the game easy. When hit by an enemy, the armor will decrease one level only instead of losing it. Collected weapons can be switched through with L&R buttons. Other changes are slower timer and shields do not break by blocking with them.

Download

ZAMN -The Sequel

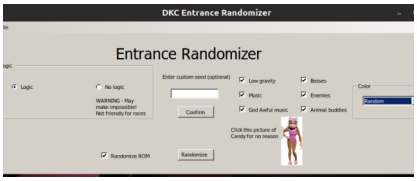
2017 Droter
Based on Zombies Ate My Neighbor

55 completely new levels created from scratch. Several bonus and special challenges, plus hidden side quests in each stage can be discovered too. New and rebalanced items added and the ability to cycle them in reverse order. A friendly NPC, custom background palettes and more changed are made as well.

Download

Randomizers: Local Apps

DKC Entrance Randomizer

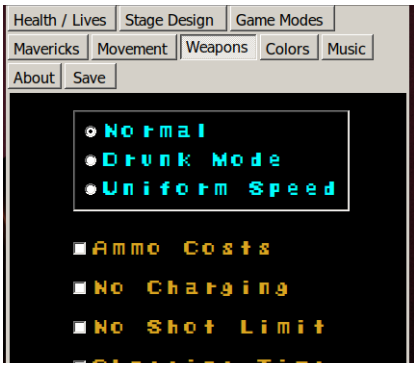


2019 RainbowSprinklez
Based on Donkey Kong Country

Removes the world map and randomizes each exit point of a level. Reaching an exit will automatically load a random level. This change essentially turns the game into an arcade like linear experience. Goal is to find and beat 4 bosses and K Rool. There are a few more options, like low gravity, randomize enemies and animal crates too.

Sample Create

MMX Randomizer



2016–2018 TokyoScarab
Based on Mega Man X

Offers a variety of creative settings to change and randomize things. In example randomize the effectiveness of the weapons against specific bosses, change the colors or how the music is played. Other gameplay affecting settings are No Charging, some sort of crazy Drunk Mode and a lot more stuff.

Sample Create

SOM Randomizer

2016–2020 Mopleton
Based on Secret of Mana

Can randomize parts from normal game or create other game modes with new set of rules. Modes in addition to the base vanilla game are in example the Open World type and the Ancient Cave, a randomized dungeon. Other optional features and fixes include autosaves, rebalancing the magic, CPU player warp and replace music from other games.

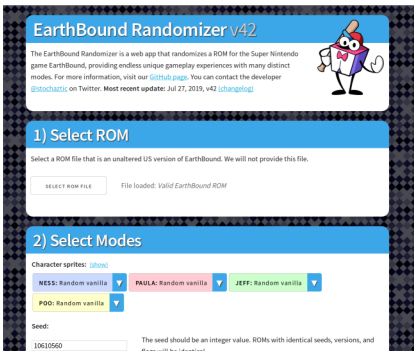
Sample Create

Randomizers: Web Apps

Earthbound Randomizer

2018–2020 stochaztic
Based on Earthbound

Many options to choose from, including the game modes Ancient Cave and Open World. You can decide which aspects should be randomized, in multiple preset levels. Change enemy stats, abilities, dialogues or add other improvements.

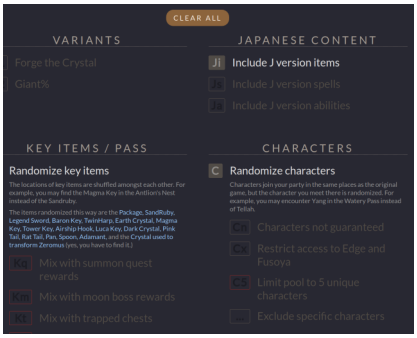


Sample Create

Free Enterprise

2018–2020 b0ardface / riversmccown / SchalaKitty
Based on Final Fantasy 4 (us:2)

Converts the whole game into an open world and offers ton of detailed options to randomize further. Player starts with random heroes and the airship right away. Goal is to explore the world, find the item Pass and beat the final boss.

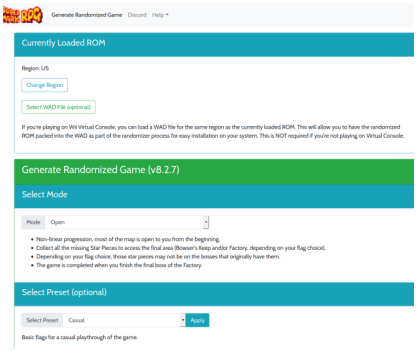


Sample Create

SMRPG Open World

2019–2020
Based on Super Mario RPG

Converts the game into an open world and offers a lot of customizations what to randomize. This can be the playable characters, monsters, items, stats and even Star Pieces. A normal linear game mode is also available, if you want to play a more traditional flow.

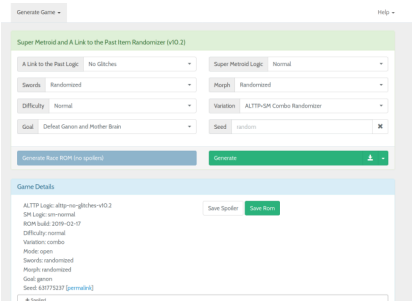


Sample Create

SM+Zelda Crossover Randomizer

2018–2020
Based on Super Metroid + Zelda - A Link To The Past

Fuses both entire games into a single ROM. The special attraction here is, that all randomized items are scattered to both games. Missiles could be found in Zelda and the Master Sword could be in Metroid. Both worlds are connected through portals and the player can jump from one to another and carry the items over.

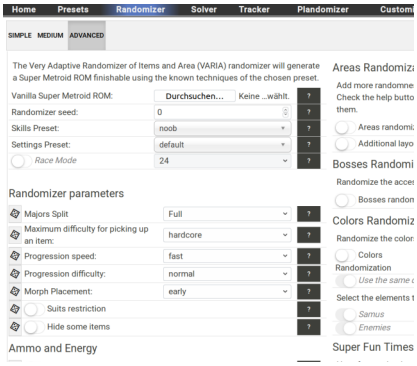


Create

Varia Randomizer

2018–2020
Based on Super Metroid

Mainly an item location randomizer, with extensive and detailed customization options. Even the connections between the main areas can be manipulated. There are flags for difficulty and skill level, ammo adjustments and several other options. All flags are explained nicely by clicking the associated “?”.

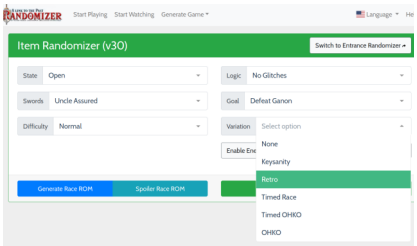


Sample Create

ZALttP Randomizer

2019–2020 Veetorp / Karkat / ChristosOwen / Smallhacker / Dessyreqt
Based on Zelda - A Link To The Past

Randomizes the placement of all items and offers many more customizations. The main goal can be chosen freely, game can start at an open world state and shuffling enemy placement or their health is possible too. Even room entrances can be rearranged.



Sample Create

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Note: Click a title to jump

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FAQ

Technically speaking, this isn't a "Frequently Asked Question"-list. I compiled this list out of questions people might think or ask. These are centered around the games itself and why I made some of my decisions.

Q: Why Super Street Fighter 2 over Street Fighter 2 Turbo?

A: I grew up in Germany and here was SSF2 the king of the fighting. I know many people prefer the Turbo, but the Super version is a bit more finetuned and has more playable characters and feels like a more complete package to me.

Q: Where are Gradius 3 and Super R-Type?

A: Gradius 3 suffers strongly from slowdowns and it is not a joy to play. Super R-Type have some bad game design choices, making it unfair and frustrating. I choose R-Type 3, as it seems to be the best one in the series.

Q: Why Super Bomberman 3 over other versions?

A: 2 was a bit controversal and different, while 3 goes back to the original formula and extends it with features and its presentation. 4 and 5 are Japanese only and the first entry is not bad, but the third is better anyway.

Q: Where is Soul Blazer / Soul Blader?

A: I wish there was a place for Soul Blazer, as I really like it. But I already have a lot of rpg and act/adventure games, even from the same developer. So I had to make a cut and unfortunately it hit this game.

Q: Why include Star Fox 2 as an official game?

A: Because it is a must have and didn't fit to the other categories. In fact, it is a licensed game by Nintendo and officially released, at least on the SNES Classic. While its not quite an official SNES cartridge, I thought its better than exluding it.

Q: Where is Mega Man X 2?

A: While the fans and critics seem to agree that MMX2 improved the game in every aspect in comparison to MMX1, the first entry is still something very special and ground breaking to me and therefore belong to this list of games.

Q: Why Gokujou Parodius over Parodius Da!?

A: While the first Parodius is the more classic one, I decided to go with its slightly better successor. I even was about to include Jikkyou Oshaberi Parodius, but it was unplayable on my Raspberry Pi 3.

Q: Where is Breath of Fire 1 or 2?

A: I grew up with the second one. Simply speaking, compared to the other rpgs, these have boring gameplay and are not really that good. And I already have a lot of great rpgs included in my list, so there was no place for more.

Q: Why include this terrible port of DOOM?

A: I know, this isn't the best version, but it was my first DOOM experience. It is one of the few First Person Shooter on the SNES and the fact it runs the game is an achievenment on its own.

Q: Where are Madden NFL or NHL?

A: While these sport games seem to be the best of its kind on the console, I was never a friend of these sport genres. Maybe these games are excellent in its own right, but I already run out of the 100 games limitation.

Ending

Finally, you've reached the end of your imaginary adventure, congratulations! Now you are a true hero.

This document is a tribute to the Super Nintendo. I had to make a lot of compromises, knowingly that important titles would be missing from the list. Ultimately it does not really matter. What makes me happy is, when I see people still discovering these gems and play them for the first time, proudly presenting a photo from the ending. My hope is that you will find some new games or just enjoy the presentation as it is.

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